EVOEVE

Games people queue for.

Ready? Tap to play

Evoeve designs, builds and runs interactive games and installations for brand stands, malls and events across the UAE. Try one: tap the box.



The Botim stand, where visitors played this reaction game against the clock.

A buzzer, a clock, a queue.

For Botim we built a reaction-speed game. Wait for the signal, hit the buzzer, read your time to the millisecond.

A physical buzzer is wired to the big screen, and the game is in Botim's own colours and lettering. It ran at an indoor exhibition stand and again at an outdoor festival stand.

Ask for one like this



The game screen: Ready, then your time.



Indoors, a crowd around the game.



Outdoors, the queue.



The outdoor stand at night.



A walk through the stand.



The World Nutella Day stand in the mall.

Tap, play, win a jar.

For World Nutella Day we built the touchscreen at the centre of the stand.

Shoppers type their name, then choose between two games: Memory Match or Spin the Wheel. The wheel tells them on the spot what they have won.

Ask for one like this



A shopper at the kiosk.



Tap to play, then Memory Match.



Spin the Wheel.



The kiosk on the stand.

Three games, one leaderboard.

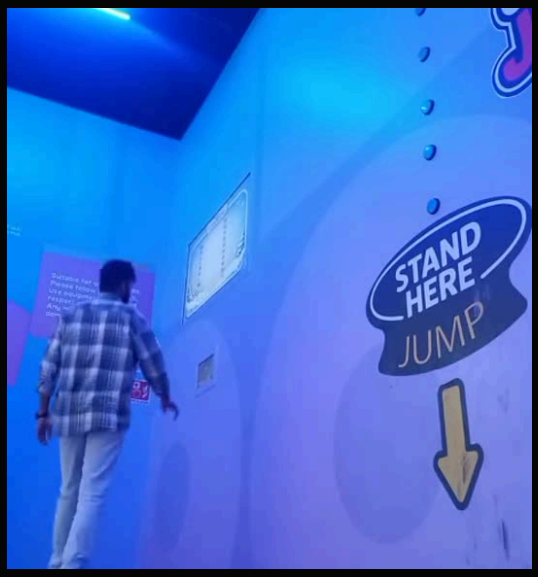
At Reem Mall we built a walk-in challenge zone. Every score lands on the board, so people come back to beat it.

Ask for one like this



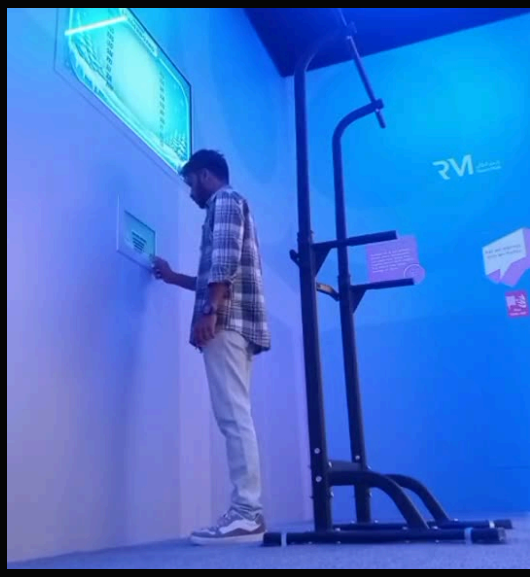
Test Your Reflexes

Hit the wall buttons as they light up, against the clock.



How High Can You Jump

A jump-height challenge on the wall.



The hang challenge

Hold the bar while the timer runs.

The zone opens onto the mall walkway, so passers-by watch the players before they step in. Two people can play the reflex wall at once.



The zone from the walkway.

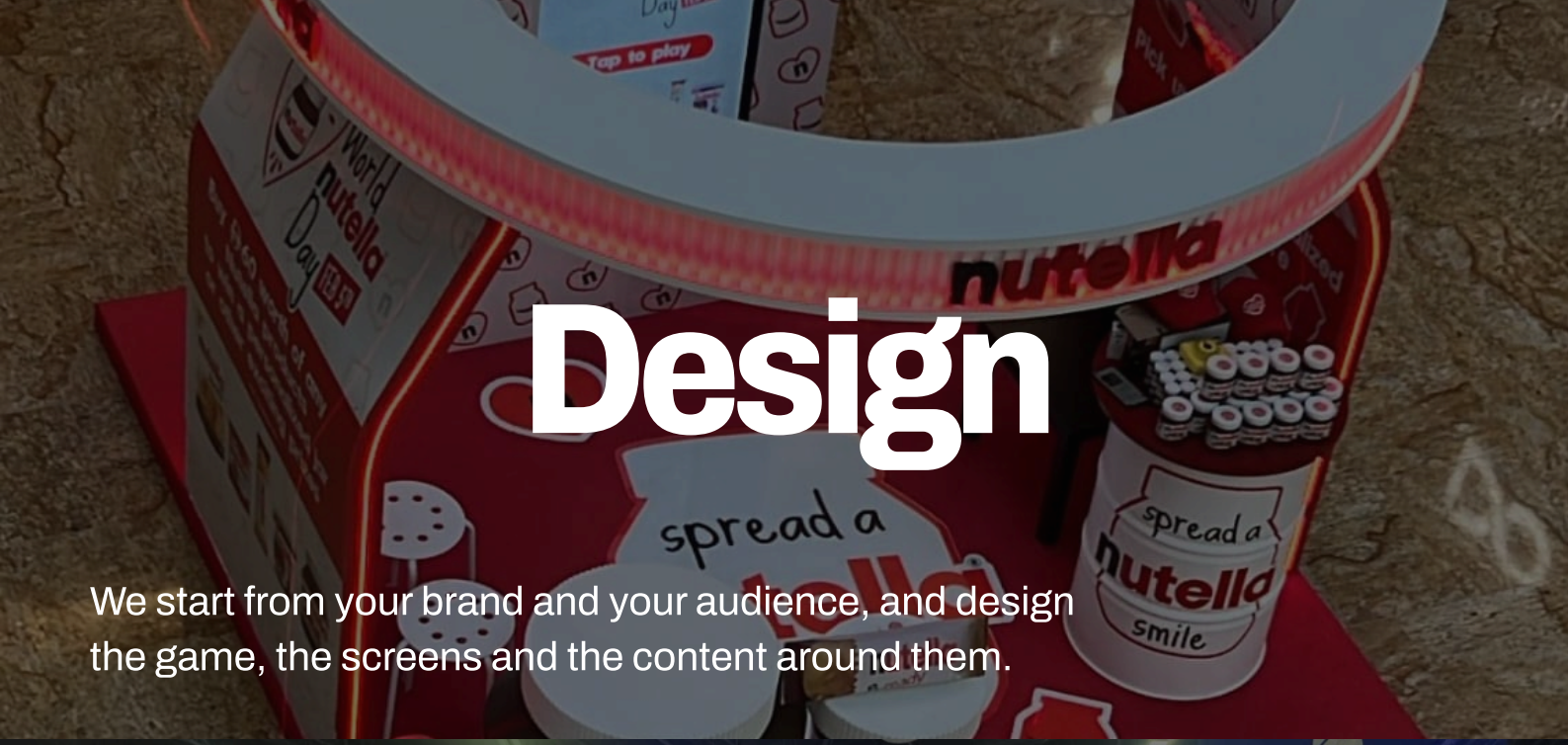


A visitor racing on the bike.

Pedal the bike, race the screen.

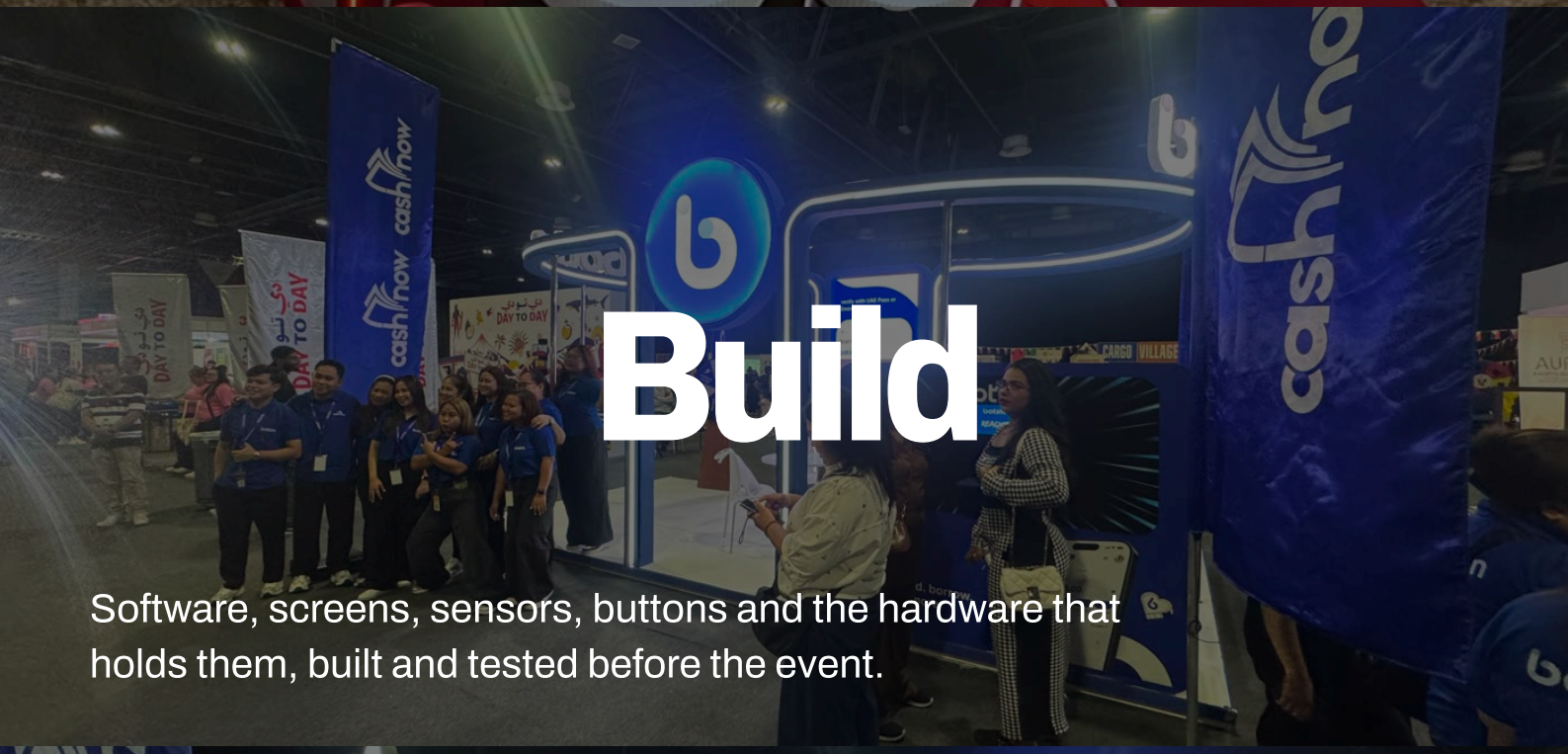
A real exercise bike drives the game. The faster you pedal, the faster you go on the track in front of you.

Ask for one like this



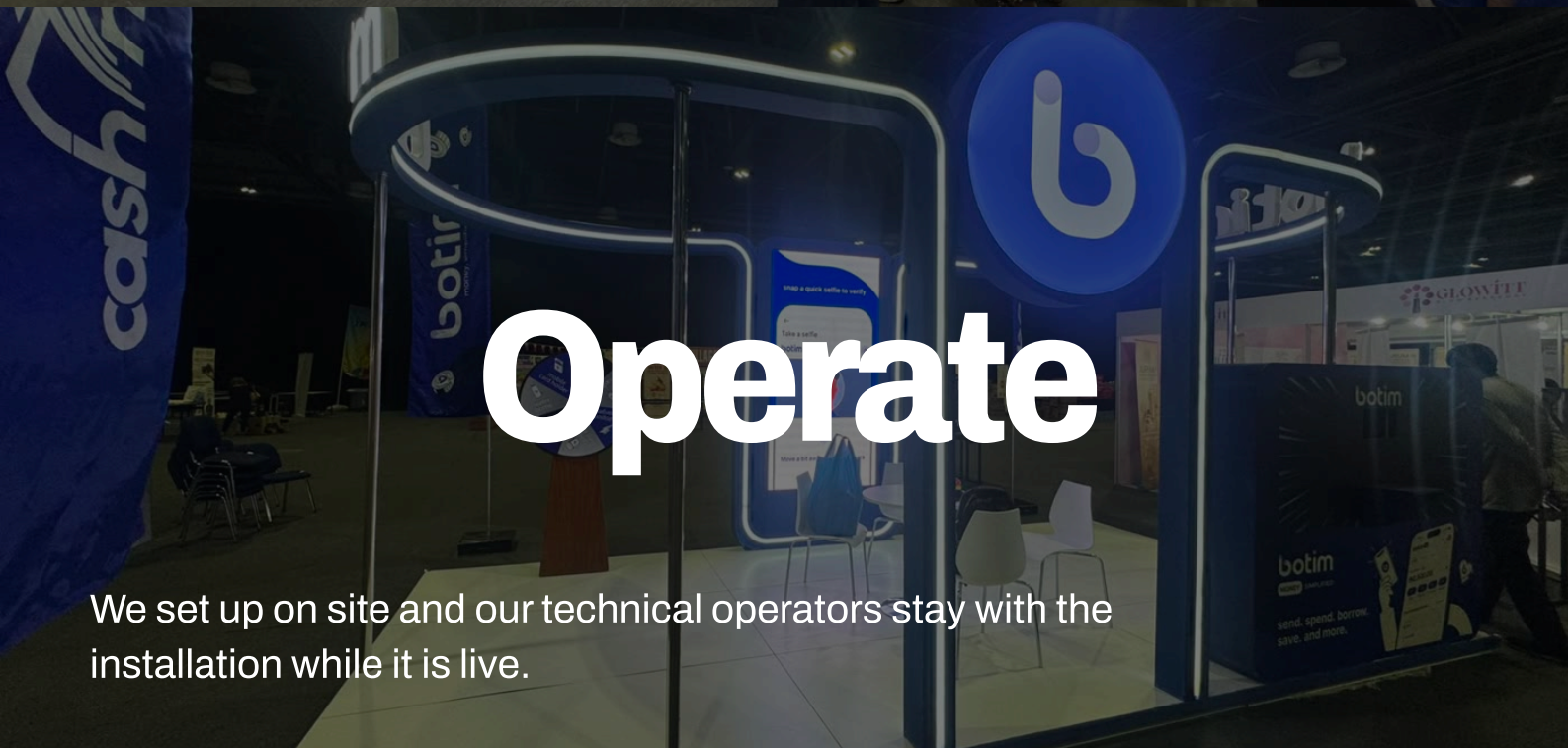
Design

We start from your brand and your audience, and design the game, the screens and the content around them.



Build

Software, screens, sensors, buttons and the hardware that holds them, built and tested before the event.



Operate

We set up on site and our technical operators stay with the installation while it is live.

Everything interactive, from one team.

Interactive games	Skill, speed, motion and body-tracking games.
Photo and video	360° booths, instant share and holofan capture.
AR, VR and MR	Immersive demos and virtual product launches.
Interactive walls and tables	Touch, gesture and tablet-controlled surfaces.
Holograms and holobox	3D product capture and holographic displays.
LED and immersive rooms	Curved LED, projection and motion inputs.
Robotics and kinetic	Robotic arms, moving screens, programmed motion.
Trade shows and exhibitions	Interactive stands and lead-capture flows.
Stand design and fabrication	Custom booths with LED integration, built to spec.
Corporate events	Keynotes, launches and town halls with AV direction.
AV and display systems	Sound, LED walls, switching and show control.
Project management	Planning, programming, setup and on-site operators.

Trusted by Dubai Municipality, Dubai World Trade Centre, ELM, Emaratech and Thiqah.

Get your own queue.

Tell us your event, your audience and your dates. We come back with a concept, a budget range and a timeline.

Interactive games and installations.
Dubai, United Arab Emirates.

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